Sub B'>

1.   (Amended) A gaming apparatus comprising:

a wager receipt mechanism;

a player interface including a display device;

a payout device; and

α1

a processor coupled to the wager receipt mechanism and to the player

interface and to the payout device and operating under stored program control,

the stored program control operable for displaying an array of first indicia

respectively masking second indicia on the display, the first indicia being player-

selectable for revealing the associated second indicia in an attempt to reveal at least

one matching group of second indicia,

the stored program control operable to select first and second pay values,

from a plurality of possible pay values, and randomly associate the selected first pay

value with at least one of the second indicia from a first matching group of second

indicia and randomly associate the selected second pay value with at least one of the

second indicia from a second matching group of second indicia,

the stored program control operable for displaying the pay value on the

display in an area separate from the first and second indicia.

13.   (Amended) A gaming method comprising:

presenting to a player a set of a plurality of masked indicia;

α2

providing for player selection of and revealing of the indicia in an attempt to

reveal at least one group of matching indicia on a display;

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selecting a first pay value, form a plurality of possible pay values, wherein the first selected pay value is randomly associated with a first group of matching indicia;

selecting a second pay value from the plurality of possible values;

randomly associating the second selected pay value with at least one of the indicia from a second group of matching indicia;

displaying the pay values on the display in an area separate from the indicia; and

paying the player revealing one of the groups of matching indicia an amount equal to the sum of a multiple of the pay value associated with that group.

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